



PAL

WARCRAFT®

THE DARK SAGA™ II



PlayStation™

Command Your Forces in the Struggle for the Domination of Azeroth.

Battle as either Orcs or Noble Humans in the real-time action strategy game set in a medieval fantasy world.

- Battle over land, sea and air
- Build and defend your strongholds
- 52 missions: Includes Tides of Darkness™ and The Dark Portal™ expansion pack
- Over 90 custom maps
- Tough AI counters your every move



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For Ages - Pour Âges - Para Edades - Für Jahre - Per Anni

3-10	X	11-14	✓
15-17	✓	18+	✓



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ATTENTION

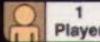
Chez certaines personnes,
l'utilisation de ce jeu nécessite
des précautions d'emploi
particulières qui sont détaillées
dans la notice jointe



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Memory Card
6 blocks

This software is only compatible with hardware displaying "PAL" and

PAL

EAE06101273IB



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WARCRAFT® The Dark Side™

SLES-00575



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COMPACT
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EAN06101273D



G u i l d

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

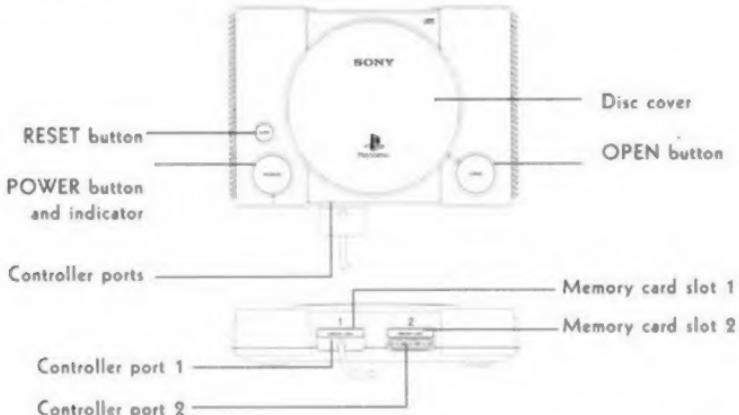
- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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STARTING THE GAME

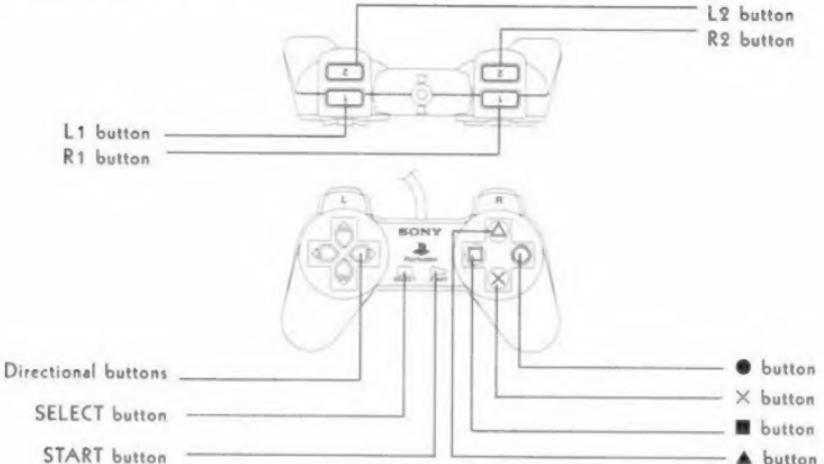


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the Warcraft® II: The Dark Saga™ disc and close the Disc cover.
3. Insert a game controller into Controller port 1 and turn on the PlayStation™ game console. The LANGUAGE SELECTION screen appears.
 - To select a language, Directional button **LEFT** or **RIGHT** to the flag representing the language you want and press the **X** button. The introduction sequence begins.
 - To skip the introduction sequence and title screens, press the **X** button. The MAIN MENU appears. See Main Menu.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

CONTROL SUMMARY

Control Summary



Menu Controls

Activate Help menu ● button

Highlight menu items Directional button UP/DOWN

Select highlighted item X button

Return to previous screen ▲ button

Game Controls

Pause START button

Move cursor Directional button UP/DOWN/LEFT/RIGHT

Select unit/building Place cursor over unit/building and press the X button

De-select unit/building	● button
Show MINI-MAP	Hold the L2 button + the R2 button
Move MINI-MAP focus	Hold the L2 button + the R2 button, and Directional button UP/DOWN/LEFT/RIGHT
Set map location 1/2/3	L2 button + ■ button, ▲ button, or ● button
Recall map location 1/2/3	R2 button + ■ button, ▲ button, or ● button
Centre map on selected unit	Press the L2 button + R2 button + ■ button

Unit Controls

A note on unit controls: Each unit has a unique set of actions that they perform. When a unit is selected, these actions can be accessed from the pop-up menu. Some of these actions can be carried out automatically depending on the target of the action. For example: If you want a PEON or a PEASANT to mine for gold, click on the gold mine when the PEON/PEASANT is selected. Likewise, when you want a unit to attack an enemy, select the enemy unit/building while your unit is selected. For a list of unique actions, see Special Commands.

Selected Unit/Building Controls

Activate pop-up menu	the ■ button
Select pop-up menu action	Directional button UP/DOWN/LEFT/RIGHT and press the X button. A target cursor or another pop-up menu appears.
Cancel pop-up menu action	● button
Select a target for your action	Move the cursor to the target you want and press the X button
View unit/building status	▲ button
Cancel current action	Select CANCEL icon
Automatic functions	See Special Commands
Select building site	See Special Commands

Group Controls

Create a group

Hold the X button and move the cursor to create a 'box' containing the units you want in the group. Release the X button to accept.

Re-select group

Place cursor over unit in group and press the R1 button + the X button

Add/Remove unit to/from group

Select the group, move cursor over unit to be added/removed, and press the L1 button and the X button

INTRODUCTION

A Brief History of the Fall of Azeroth

The fall of Azeroth is seldom mentioned without the name of Aegwyn. The last of a great order of powerful magic users dedicated to sheltering mortal men from the mysteries of the Great Dark, Aegwyn came to Azeroth in search of a mortal to sire the heir of all her great powers. The great conjurer Nielas was found and fathered Aegwyn a son. He was named Medivh, and he indeed inherited the powers and knowledge gathered in the thousand years of his mother's life. On the eve of his thirteenth birthday the powers locked inside Medivh were revealed. Unable to deal with the cosmic energies surging within him, he suffered a massive psychic trauma that left him insensible for almost six years.

When Medivh awoke, it was apparent to Aegwyn that the wisdom and power that was his birthright had become malevolent and corrupt. The distant forces within the Twisting Nether had marked Medivh's soul. He set out then to test his powers and in time delved deeper into the dark abyss of evil madness and the forbidden arts of Necromancy. Pursuit of these black arts led him to spiritual contact with Gul'dan the Warlock—the mightiest of the rulers on the dark, red world that haunted Medivh's visions. In his pursuit of power over Azeroth an unholy pact was written with Gul'dan and the Orcs that he ruled. The Orcs vowed to destroy Azeroth and in return were promised all of the spoils. Gul'dan was promised the vast power of an ancient wizard imprisoned in the great sea of Azeroth. Unnatural portals were opened between the world of Azeroth and the red world of the Orcs. The arrival of the Orcs tore the realm of Azeroth asunder for nearly five years. The once rich lands of the kingdom were razed and left fallow by the merciless Orc armies.

Medivh was slain in one of the countless battles that followed and did not live to see the fruition of his plans. The portal, however, remained open and continued to channel hundreds of Orcs into the Human lands every day.

The History of Orcish Ascension

Like an elemental force of destruction the Orcish Horde thunders through the lands of their enemies. Not a life is spared. No barding is left standing. It has always been so with this kind. The savage, brutal tendencies of the masses are easily manipulated by those who hold true power - the real force that drives the great destructive machine that is the Horde. Thus when they conquered the world their native war machine was left upon which the great beast of war could feed. Tensions and violence among the clans began to rise. Minor disputes disintegrated into open battle and massive bloodshed.

New territories had to be found lest the clan destroy itself. It was at this point that Gul'dan, the mightiest warlock, was contacted by a dark force calling itself Medivh. Medivh promised the孢子 of a kingdom for the Horde and incomprehensible powers for Gul'dan. An agreement was reached and a portal between the worlds was conjured. The kingdom of Azeroth, however, was not as easy to defeat as they first seemed, and the old tensions between the Orcish clans begin to rise once more.

The Aftermath of the Second War

For long months the forces of the Alliance sought the renegade Orcs that had gone into hiding after the fall of the Dark Portal. Most of the clans were captured by the Alliance and herded into guarded reserves and prison camps. The Alliance leaders argued whether the imprisoned Orcs should be exterminated or sentenced to life in prison. As they argued the Alliance began to weaken and the remaining Orcs made plans to return to their home world.

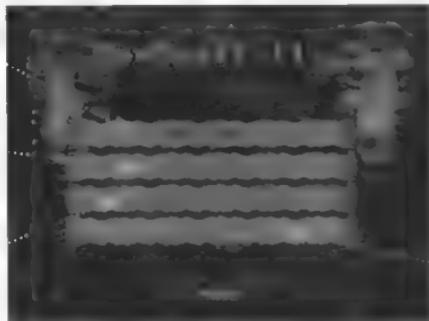
On the eve of the summer of 606, the remnants of the Horde used a map unknown in Azeroth to use the ancient portal once more to return home. Upon their return they were faced with heroes from some thirty years in enemy lands. The talents of these warriors were divided among the men of the horde in order to put their new plans into action. For the Orcs had decided to return to their home continent of Azeroth and planned to use them to open up its own other worlds to take the Orcish hordes to greater conquests beyond the Dark Portal.

GETTING STARTED

Warcraft™ II: The Dark Saga™ includes the original Tides of Darkness missions, the additional Beyond the Dark Portal missions, and custom scenarios. Both sets of missions can be played from the Human Alliance or the Orcish Horde side. You start by beginning a new campaign as Orc or Human. At the beginning of each mission, objectives are listed during the Scenario Briefing screen. When you complete the mission objectives, you receive a ranking and move on to the next mission. The missions progress sequentially, becoming more challenging and complicated.

MAIN MENU

Start a new game



To use the Quick Start function and go directly to a random scenario, hold the SELECT button and Directional button UP. A random scenario begins.

Set your game options

NEW GAME

Select either Human or Orc campaign from the Tides of Darkness or Beyond the Dark Portal, or a custom scenario.

To start a new campaign:

- 1 Select NEW GAME from the Main menu. The New Game submenu appears.
- 2 Select NEW CAMPAIGN. The New Campaign menu appears.

- To select a campaign, Directional button **UP/DOWN** and press the **X** button. Introductory screens appear followed by the **SELECT SCENARIO** screen.
- To skip introductory screens, press the **X** button.

3 The Scenario Briefing screen explains your mission and lists objectives

- To exit the Scenario Briefing screen, press the **X** button.

The game begins

To start a CUSTOM SCENARIO:

- 1 Select NEW GAME from the Main menu. The New Game sub-menu appears.
- 2 Select CUSTOM SCENARIO. The Custom Scenario screen appears.
- 3 Select CUSTOM SETTINGS to adjust scenario options, SELECT SCENARIO to choose your scenario, or START GAME to begin your game.

To change CUSTOM SETTINGS:

- 1 Select CUSTOM SETTINGS from the Custom Scenario screen. The Custom Settings screen appears.
- 2 Highlight the option you want and press the **X** button. An option sub-menu appears.
- 3 Directional button **UP/DOWN/LEFT/RIGHT** to the selection you want and press the **X** button.
- 4 Press the **▲** button to exit the sub-menu. The Custom Scenario screen reappears.

To select a scenario map:

- 1 Select SELECT SCENARIO from the Custom Scenario screen. The Select Scenario screen appears.
- 2 To select from a list of larger smaller maps, select MAP SIZE, then select the size you want from the Map Size pop-up menu.
- 3 To scroll through available scenarios, use the scroll bar (Directional button **RIGHT** when a map name is highlighted).
- 4 To select a scenario, highlight it and press the **X** button.
- 5 When finished, press the **▲** button. The Custom Scenario screen reappears.

LOAD GAME

See Saving and Loading

ENTER PASSWORD

Use passwords to continue campaigns

To select a letter,
highlight the letter
and press the X
button

To delete a letter,
highlight the left
arrow icon and press
the X button



To enter your
password, highlight
the check mark icon
and press the X
button. Your saved
game begins

OPTIONS

Adjust game settings, view game tips, or view game credits

To adjust game settings:

- Select OPTIONS from the Main menu, then SETTINGS from the Options sub-menu. The Settings menu appears.
- To adjust speed options, select SPEED SETTINGS then use the scroll bars to set the levels of cursor and game speed that you want on the Speed Options screen. When finished, press the ▲ button. The Settings screen reappears.
- To adjust audio options, select AUDIO SETTINGS. The Audio Options screen appears. See Audio Options.

- To toggle the fog of war ON/OFF, highlight FOG OF WAR and press the X button. When set to OFF areas that have been explored always remain visible. When ON only areas that are currently occupied are visible.
- To toggle the mini-map HIDE/SHOW, highlight MINI MAP and press the X button. When set to SHOW the mini-map is constantly displayed in the top-left corner of the game screen.

Audio Options:

- To adjust music volume, highlight the music scroll bar and Directional button LEFT/RIGHT.
- To adjust sound effect volume, highlight the sound effect scroll bar and Directional button LEFT/RIGHT.
- To toggle unit speech ON/OFF, highlight UNIT SPEECH and press the X button.
- To toggle unit acknowledge (your units reply to your commands) ON/OFF, highlight UNIT ACKNOWLEDGE and press the X button.
- To toggle building sound effects (activities in and around buildings can be heard) ON/OFF, highlight BUILDING SFX and press the X button.

To view game credits:

- 1 Select OPTIONS from the Main menu, then SHOW CREDITS from the Options sub-menu. The credits are shown.
- 2 When finished viewing the credits, press the X button. The Options menu reappears.

To view game tips:

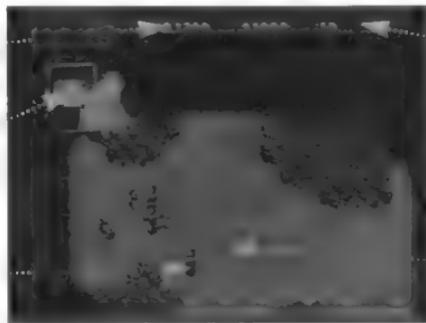
- 1 Select OPTIONS from the Main menu, then TIPS from the Options sub-menu. The Tips menu appears.
- To scroll up/down the current tip, use the scroll bar.
- To view the previous tip, highlight PREV and press the X button.
- To view the next tip, highlight NEXT and press the X button.
- When finished, press the ▲ button. The Options menu reappears.

PLAYING THE GAME

Warcraft II®: The Dark Saga™ is an action/strategy game involving gathering resources, building up and defending your base, training various troops and sending them into battle. Your ultimate goal is the elimination of all opposition who stand in your way and the victorious completion of all your missions.

Game screen

Current gold, lumber,
and oil reserves



Status bar and
Mini-Map items

Mini-Map

Selected unit

Game cursor

Resources of the Land

Gold

Mined from the rich earth of Azeroth, this precious metal is commonly used in exchange for goods and services. Gold must be dug out from within established Gold Mines.

Lumber

Harvested from the abundant forests that inhabit most, but a few regions in the realm, the uses for lumber are nearly infinite.Craftsmen use this raw material to build many different structures and ships, as well as certain weapons and machines of war.

Oil

Large deposits of this valuable resource are found far beneath the surface of the sea. Special platforms must be constructed in order to drill deep enough to withdraw the oil. Dark, oily patches created by small geysers spewing modest amounts of oil into the surrounding waters serve as a beacon to Oil Tankers hunting for the rich black fuel. Although oil is most commonly used in the construction and powering of ships, it has also been utilised in the development of extremely powerful weapons and the upgrading of some structures.

Pause Menu

- To access the Pause menu at any time during a game, press the **START** button. The action comes to a stop, and the Pause menu appears.
- To return to the game, press the **START** button.

Save Game

Go to the Save Game screen. See Saving and Loading.

Load Game

Go to the Load Game screen. See Saving and Loading.

Enter Password

Go to the Password screen. See Enter Password.

Options

Go to the Options screen. See Options.

End Scenario

Restart the mission, surrender, or quit to the Main menu.

- To restart the current mission, select END SCENARIO from the Pause menu, then select RESTART MISSION from the End Scenario pop up menu.

- To surrender select END SCENARIO from the Pause menu, then select SURRENDER from the End Scenario pop-up menu. If you are playing a campaign scenario the RANKING screen appears, then you get another chance to complete the mission. If you are playing a custom scenario the ranking screen appears followed by the TITLE screen
- To quit and return to the Main menu select END SCENARIO from the Pause menu, then select QUIT TO MAIN MENU from the End Scenario pop up menu

UNIT DESCRIPTIONS

The Orcish Horde

Ground Units

Peon	These slaves of the Orcish war machine toil tirelessly harvesting raw materials and building and repairing your defenses
Grunt	Barbarous fighters wielding giant axes who fearlessly wade into battle at your command
Troll Axethrower	Fast, quick, and accurate with throwing axes
Troll Berserker	A bloodthirsty sect of more fearsome trolls
Ogre	These two headed monstrosities are the strongest, fiercest warriors in the Horde
Ogre-Mage	Ogres bestowed with magical powers
Catapult	Deadly siege engines launching explosive projectiles
Death Knight	Evil necromantic wizards capable of invoking powerful spells
Goblin Sapper	Daibocal goblins carrying potent explosives designed to demolish any obstacle in suicide raids

Air Units

Goblin Zeppelin	Unarmed flying scouts capable of detecting underwater enemies
Dragon	These winged creatures are the most powerful weapons in the Orcish arsenal

Naval Units

Oil Tanker	Utility ships that build oil platforms and ferry oil
Troll Destroyer	Fast, light warships
Transport	Watercraft designed to carry and deliver ground units to enemy shores
Ogre Juggernaut	Gargantuan armoured vessels with lethal cannons
Giant Turtle	Armed submersible creatures that use stealth to carry out surprise attacks

The Human Alliance

Ground Units

Peasant	The hardworking denizens of Azeroth are always ready to serve. Good for mining, building, repairing, and harvesting
Footman	The first line of defense in the Human alliance. Armed with broadsword and shield they defend the land with grim resolve
Elven Archer	Elven allies with deadly bows as their weapon of choice
Elven Ranger	The elite of the Elven Archers
Knights	Courageous warriors armed with mighty warhammers capable of crushing the fiercest of foes
Paladin	Mounted warriors wielding mages as easily as weapons
Ballista	Giant mobile crossbows capable of tremendous damage
Mage	Wizard warriors trained to an ash-trembling spec's of defense and destruction
Demolition Squad	Kamikaze dwarfs able to demolish any obstacle

Air Units

Gnomish Flying Machine These far seeing unarmed flying scouts of the Alliance are capable of detecting underwater enemies.

Gryphon Rider

One of the most powerful warriors to command the skies

Naval Units

Oil Tanker

Utility ships that build oil platforms and ferry oil

Elven Destroyer

Swift, light Elven warships

Transport

Watercraft designed to carry and deliver ground units to enemy shores

Battleship

Humongous armoured vessel with deadly cannons

Gnomish Submarine

Designed by cunning gnomes, these submersible warships are designed for stealth and surprise attacks

SPELL DESCRIPTIONS

The Orcish Horde

Ogre-Mage Spells

Eye of Kilrogg

Creates a free floating apparition in the form of a disembodied eye that can be directed through the air to look down on enemy forces and encampments

Bloodlust

An enchantment used to instil an insatiable lust for blood into a fellow warrior causing him to fall into a savage rage

Runes

Creates a stealthy trap that explodes when approached causing massive damage to anyone unlucky enough to be near

Death Knight Spells

Touch of Darkness

A directed charge of the energy of evil essence that drains energy from its target

Death Coil

A particularly potent variation of the Touch of Darkness. Death Coil transfers energy from target to caster

Haste	By magically increasing the speed at which a body generates vital energy, the caster may bestow great speed to any being
Unholy Armour	This ancient Necromantic spell transforms a portion of the recipient's life force into an unearthly, phantasmal suit of armour
Death and Decay	Conjures pestilent clouds that cause anything in their path to rot and decompose
Whirlwind	This focusing of the winds of the underworld causes anyone caught within to be cast about with great force and violence
Raise Dead	This dark magic can animate corpses of the freshly dead and then command these hideous embodiments to attack their enemies

The Human Alliance

Paladin Spells

Holy Vision	A spell granting vision of virtually unlimited range
Healing	Through the focusing of spiritual powers, this spell can heal those wounded in battle
Exorcism	Calling upon the forces of light and purity, the Paladin is able to dispel the walking dead that plague the lands of Azeroth.

Mage Spells

Lightning	Swift bolts of energy that rip through any armour to strike their victims
Fireball	Invoking the cardinal elements of the universe, the fireball streaks across the battlefield, slamming its fiery bulk into whatever stands in its path
Flame Shield	Both a weapon and a barrier, the Flame Shield is a binding of the chaotic force of fire to the aura of the chosen target

Slow

A warping of the very patterns of time that surround the target that brings the enemy's movement and reflex to a crawl

Invisibility

This spell grants the ability to cloud the perceptions of others so that they cannot perceive the physical existence of the target

Blizzard

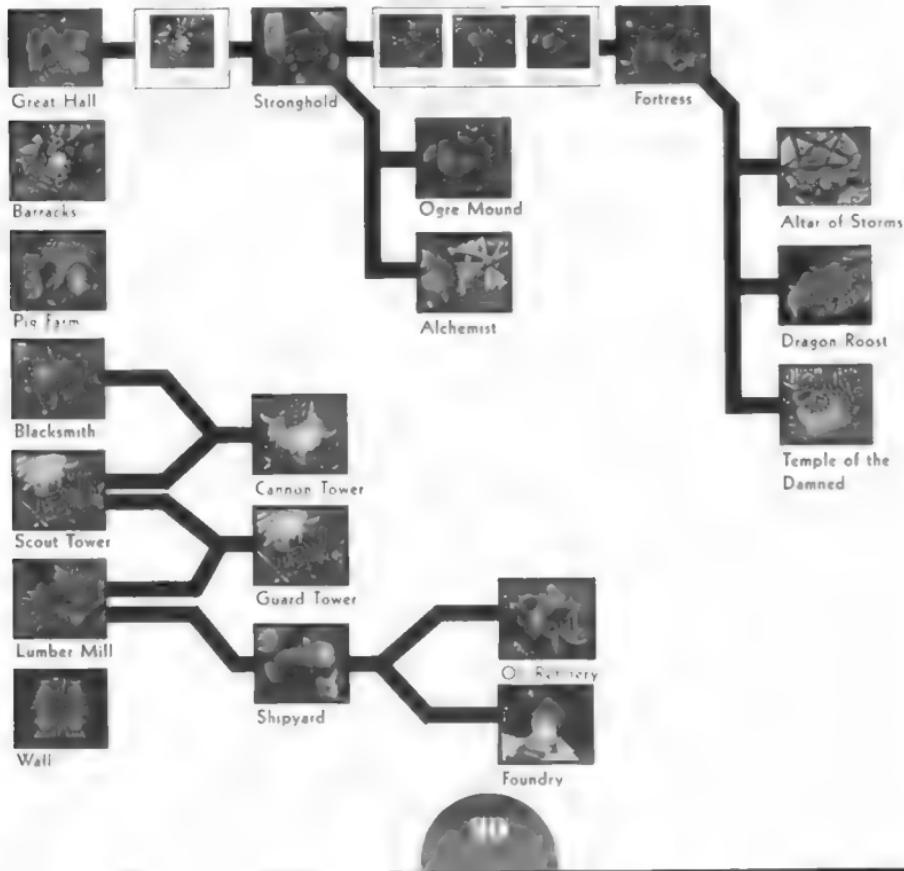
Summoning torrential storms from the frozen Mountains of Northeron this potent spell calls down a fierce tempest of ice to assault enemies with a flurry of cold blades

Polymorph

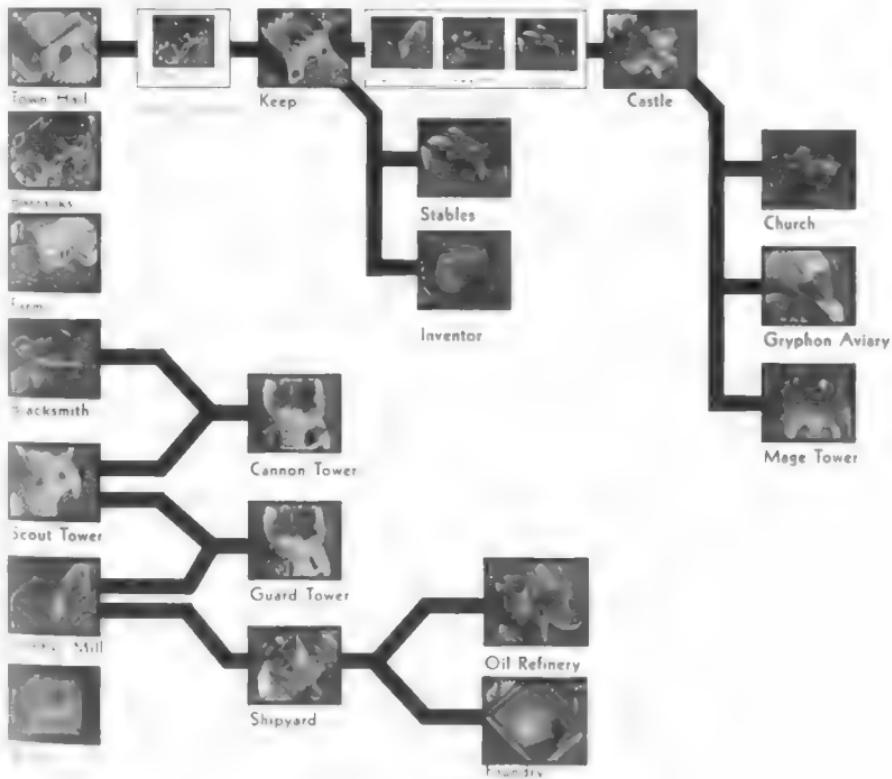
Alters the physical form of its target by changing man into beast, robbing him of reason and the will to fight



BUILDING DEPENDENCIES: THE ORCISH HORDE



BUILDING DEPENDENCIES: THE HUMAN ALLIANCE



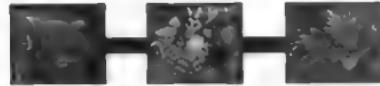
UNIT DEPENDENCIES: THE ORCISH HORDE



Peon Great Hall



Groot Barracks



Troll Axethrower Barracks Lumber Mill



Troll Berserker Barracks Lumber Mill Upgrade at Stronghold



Catapult Barracks Lumber Mill Blacksmith



Ogre Barracks Blacksmith Oxe Mound



Goblin Sappers Goblin Alchemist

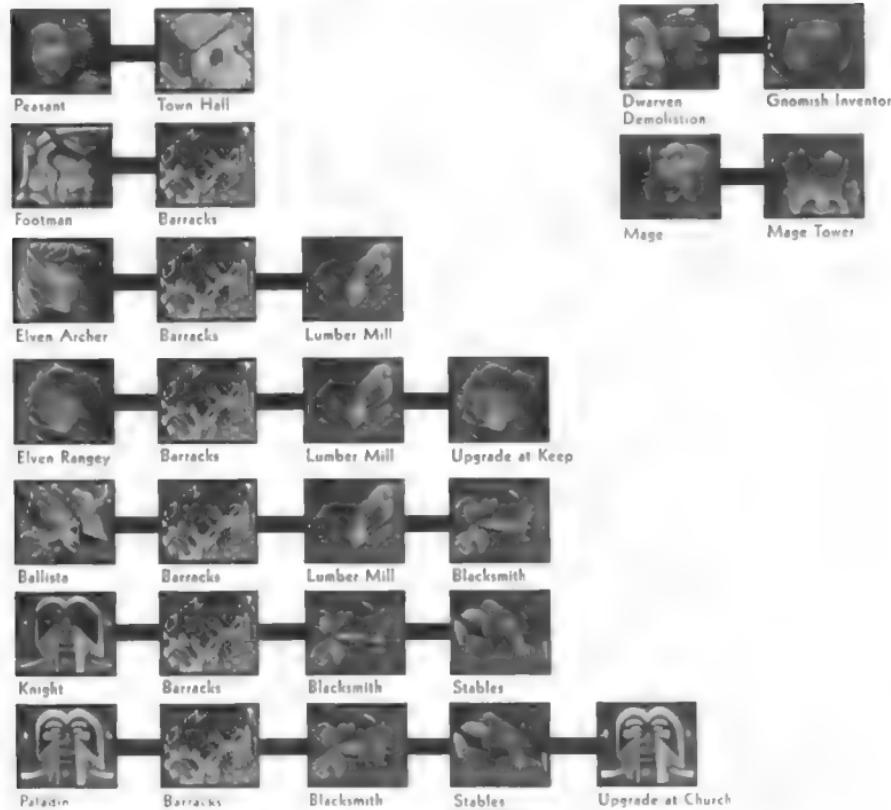


Mage Temple of the Damned

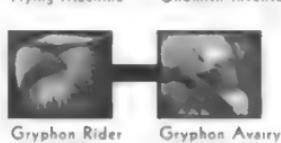
UNIT DEPENDENCIES: THE ORCISH HORDE



UNIT DEPENDENCIES: THE HUMAN ALLIANCE



UNIT DEPENDENCIES: THE HUMAN ALLIANCE



SPECIAL COMMANDS

Patrol

This command sets units in constant motion between two points. If an enemy comes by, your units attack them.

To use the Patrol command:

- 1 Select the unit(s) you want to patrol
- 2 Move the unit to one end of the area you want to patrol
- 3 Select the Patrol command from the unit pop-up menu. A target cursor appears
- 4 Place the target cursor on the other end of the area you want to patrol and press the X button. The unit continues to patrol until it detects an enemy or receives another command.

Follow

This command forces unit(s) to follow another unit and is useful for moving groups.

To use the Follow command:

- 1 Select the unit that you want to be the follower
- 2 Select the MOVE/FOLLOW command from the unit pop-up menu. A target cursor appears
- 3 Place the target cursor over the unit that you want to be the leader and press the X button. The unit(s) follow the leader wherever he goes until it receives another command.

Select Building Site

When a PEON/PEASANT is used to select the build command and then choose a building, a flashing overlay appears over potential sites for the building. If the overlay is green, the site is acceptable. If any portion of the overlay is red, the site needs to be moved.

To select a building site:

- 1 To select a building site/move the overlay, Directional button UP/DOWN/LEFT/RIGHT
- 2 To cancel, press the ● button.
- 2 To begin construction, move the overlay to the site you want and press the X button
- To cancel the construction in progress, select CANCEL from the building pop up menu

Using Magic Spells

When a unit with magic spells is selected, its magic spells appear on the pop-up menu. Each spell requires a different amount of mana. If you choose a spell that you do not have enough mana to cast, an error message appears. Characters automatically gain/replace their mana over time.

To cast a magic spell

Select the unit you want to cast a spell.

Select the spell you want from the unit pop-up menu. A target cursor appears.

- Move the target cursor over the target you want and press the X button. The spell is cast.

Build Oil Platform

This command is used exclusively for OIL TANKERS and, once selected, functions in the same manner as in Select Building Site above. However, the construction overlay must be placed directly on an oil spot. Oil spots are randomly located in the water and are represented with a black circle.

Transports

These are utility ships to carry and deliver ground units over water.

To load units onto a transport

- 1 Select the unit(s) (up to six) you want to load.
- 2 Move the cursor to the Transport and press the X button.

To unload units from a transport

- 1 Select the transport.

2. Select the unload icon from the pop-up menu. If the transport is adjacent to land, the unit(s) unload, otherwise a target cursor appears.
3. Move the target cursor to the place on land where you want your units unloaded and press the X button.

Auto-build

This command allows you to designate sets of building/training assignments. Assignments may contain as many different types of units as are available. The assignments are carried out as soon as the necessary resources are available.

To set Auto-build assignments:

1. Select the building you want to give an Auto-build assignment.
2. Select AUTO-BUILD from the pop-up menu. An Auto-build pop-up menu appears.
 - To select the type of unit you want to build/train, Directional button UP/DOWN.
 - To select the number of units you want to build/train, Directional button LEFT/RIGHT.
 - To continuously build the selected unit, Directional button LEFT until a "C" appears.
 - To accept building assignments and exit the Auto-build pop-up menu, press the X button.
 - To clear all building assignments, press the ■ button.
 - To put all building assignments on hold, press the ● button.
 - To exit the auto-build menu, press the ▲ button.

Auto-upgrade

This command is used to automatically upgrade buildings as soon as the resources and requirements are met (see Building Dependencies).

To set a building on Auto-upgrade:

1. Select the building you want.
2. Select AUTO-UPGRADE from the pop-up menu.

SAVING AND LOADING

Note: Never insert or remove a memory card when loading or saving files.

LOAD GAME Screen

The Load Game screen can be accessed from the Main menu or the Pause menu and can be used to return to a previously saved campaign or custom scenario game.

- To access the Load Game screen, select LOAD GAME and press the X button. The Load Game screen appears.

List of saved games

Selected game

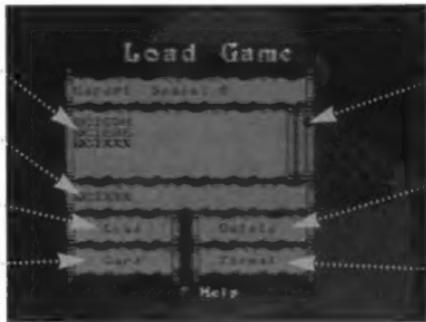
Load the selected game

Toggle available Memory Cards

Scroll through saved games

Deleted the selected game

Format Memory Card
(This will erase all saved games)



To return to the Main or Pause menu, press the ▲ button.

To load a saved game:

- Directional button UP/DOWN to the game you want and press the X button. **The selected game** appears below the selected games list.
- Highlight LOAD and press the X button. The game is loaded.

Save Game Screen

The Save Game screen can be accessed from the Pause menu, and is used to save campaigns in progress as well as custom scenario games. The Save Game Screen functions identically to the Load Game screen (see Load Game Screen) except for the Save function detailed below.

- To access the Save Game screen, select SAVE GAME. The Save Game screen appears.
- To return to the Pause menu, press the ▲ button.

To save your game:

1. Select SAVE from the Save Game menu and press the X button. The Saving pop-up menu appears.
2. Create a name for your saved game:
 - To highlight a character, Directional button UP/DOWN/LEFT/RIGHT.
 - To add a letter, highlight the character you want and press the X button.
 - To delete a character, highlight the left arrow icon and press the X button.
 - When finished, select the tick mark icon and press the X button. A SAVING GAME message appears followed by a SAVE SUCCESSFUL message if the game was saved properly.
3. Press the X button to return to the SAVE GAME screen.

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